San Leandro Computer Club
Still Lovable
JOURNAL
July, 1992

General Meeting Minutes

June 2, 1992

The meeting was called to order at the fashionably late hour of 8:13 PM by our very unfashionable President Bob Woolley. All Officers were present.

President Woolley reviewed the prizes for tonight's raffle and mentioned a 520 ST color system which is for sale for $300. Those interested should call 537-0394.

Bob introduced the night's special guest, Neil Patterson, President of the Adelaide Atari Computer Club in Norwood Australia.

Next a pleasant surprise, a real live volunteer. David Whyte volunteered to take charge of the club's meeting reservations with the library and keeping the club's name listed with Computer Currents and Microtimes. Thanks David.

Mildred Lepley our member who is the computer instructor at St. Leanders school in San Leandro thanked the club for all the assistance she has received for her computer classes.

Ray Thomas also said something but seeing as he is an editor I tried my best to forget or ignore whatever it was and luckily for you, I succeeded.

There was some discussion about the Atari Stockholders meeting which was held earlier today. The big deal is that the 030 machine will be out in September. (maybe) Additionally the LYNX has really clicked and sales are going great.

The 8 Bit Floppy was reviewed and demonstrated by our resident D.O.M. Bob Scholar. This month's disk is all games. Including a Tetris clone and some shootem ups.

President Neil Patterson spoke about some of his travels and the Atari world in England and Australia. It seems that Atari is Atari no matter where they are, the problems in other countries are the same as they are here and lack of advertisements seem to head the list. Neil did say that there are at least some joint advertisements being done. Neil's club seemed to be about the same as the SLCC as far as membership and meetings were concerned. The membership in Australia has become predominantly 16 Bit.

Nomination and elections were the next order of business. Crazy old Jim Hood withdrew his nomination for Vice President. Robbie Bridges was nominated for Vice President and crazy ol' coot Jim Hood nominated himself for secretary.

The election was held and after the break the results were given as follows,

President	Bob Woolley
Vice Pres.	Robbie Bridges
Treasurer	Glenn Fowler
Secretary	Jim Moran

Following this exciting election there only remained the crooked raffle. It seems as though our president has found yet another way to cheat us with the raffle. He bought off another President (they must all be crooked) to draw the tickets. Of the six raffle prizes Bob's cousin won three and Neil's Kangaroos won the rest. Maybe next time.

Meeting adjourned at 10 PM.

This tall tale written by Secretary Jim Moran.

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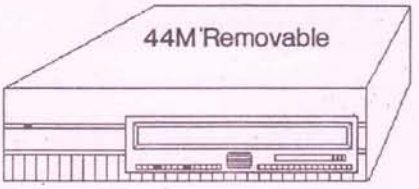

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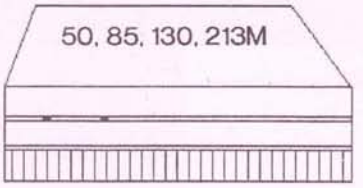

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An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the **Journal** and participation in club activities. A membership application may appear elsewhere in this issue .

Club Officers:

President	Bob Woolley	865-1672
Vice-President	Robbie Bridges	797-5636
Treasurer	Glenn Fowler	530-7128
Secretary	Jim Moran	865-6122

Program Chairman:

General & ST	Keith Sammons	887-2008

Software Chairmen:

8-Bit	Bob Scholar	232-5330
16-Bit	???	

Disk Librarians:

8-Bit	Glenn Fowler	530-7128
16-Bit	Joe Castro	865-1852

Print Librarian:

8 & 16-Bit	Einar Andrade	484-4484

Special Interest Groups:

Beginners ST	Jim Moran	865-6122
Beginners 8-Bit	Glen Fowler	530-7128
Business	Ralf Herman (408)	257-7760
Publishing	Ray Thomas	791-9158

July • 1992

CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	Main Meeting 8:00 p.m. San Leandro Library	8	9	10	11
12	ST Meeting 8:00 p.m. San Leandro Library	14	ST Beginners' SIG 7:00 p.m.	16	17	18
19	20	21	22	23	Journal Deadline	25
26	27	28	29	30	31	

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San Leandro Computer Club — Membership Application

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Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

July, 1992
by Bob Woolley

I would like to continue last month's discussion just for a moment..... There is no question that our kids need to be exposed to computers, fax, telecommunications, and the like from an early age if they are going to be productive in their adult lives. (if there is a question, I am too far from the mainstream to make any impression on the Journal audience, much less the general public - for that, I apologize) The question is: what is the school system going to use as a teaching platform? Performance is NOT the major requirement. The limiting factor is cost. Somehow, each child will be need to be funded for the basic system and each classroom will need a simple network. Running VGA resolution would certainly be nice, but the cost of such a display is greater than all the rest of the system combined. Having 4 meg of memory would allow all sorts of concurrent tasks, but that also costs more than the system itself. This is a teaching tool, not a workstation - big is not best.

One more comment. The system will not work if we are committed to using copyrighted hardware, firmware or software. The secret to low cost is to allow any and all potential sources to develop and produce their own version of the educational computers. Requiring a license for any of the three components would reduce competition and increase the overall price. Now, if IBM, INTEL and MICROSOFT were to put the 80286, BIOS and DOS 5.0 in the Public Domain, then maybe we should consider an MSDOS system. Or, maybe Apple would get together with Motorola and give away the MAC..... I would think it would make a lot more sense to approach Atari and Western Design for the XE and 65816. We would have not only a very inexpensive solution, but a great little computer for our kids!

OK, enough of that - let's hack some hardware! How about an EEPROM in the old 1200XL?

A who?

The EEPROM is like an EPROM in that it stores data permanently in it's memory. You don't lose it when you power down your system. Unlike the EPROM, the EEPROM also allows you to re-write the data any time you wish, something like a RAM chip. The whole purpose of this project is to allow us to store the IDE hard drive software in the computer where it will always be available - even when we boot directly from the HD. We could just burn a regular EPROM, but there are lots of people out there who can't do that, and it makes it hard to make changes when we need them. So, I plugged an EEPROM in there and can store whatever I want for as long as I want.

I put the EEPROM in the unused space at $D600 - $D7FF. This is an 8K memory and I only use 512 bytes? Yeah, I'm afraid so. You could use other addresses if you like. Just remember that most everywhere else has some code in it for another purpose. To use the memory, just write to it like you would any other location. You are required to wait up to 20 ms while it gets 'stored', so put a little do-nothing loop after the store - or, use BASIC! Reading is at system speed. One more caution - each location is only designed to be written 10,000 times. That's a lot of changes, but it is finite so take it easy. I used two chips, a 74HC00 and a 2864A EEPROM, which cost about $10 total. The method I used also replaced the 1200XL OS with the 800XL OS, which costs another $15 or so, if you want to go that way. This is part of the larger IDE hard drive project, so what's a few bucks here or there? You can, of course, just do the EEPROM and use it for your own purposes without the HD. I should point out though, our local computer supermarket has new 20 meg IDE drives for $120 (Conner CP2024s). These little guys are the newer 2.5 inch size, about the size of a deck of cards - even easier to slip under the 1200XL covers. We should be able to throw a 20 meg drive in a 1200XL for less than $200!

Hmmmmm.....

Guess I have to finish this next month. Time sure flies when you're having fun.

SAN LEANDRO COMPUTER CLUB
CONSTITUTION

ARTICLE I - Club Name

1. The club name shall be the "San Leandro Computer Club"

ARTICLE II - Purpose

1. To enhance the knowledge and understanding of Compute Science of all members.
2. To provide a forum for the exchange of concepts, new product ideas and experiences.
3. To promote the general advancement of Atari software and hardware.

ARTICLE III - Membership Requirements

1. Prospective members must apply to an officer of the club or designated representatives.
2. Prospective members must have an active interest in computer science in general, and the Atari line of computers specifically.
3. To join and to remain in good standing after joining, the prospective member must pay the dues according to the dues structure in effect at the time of joining. There shall be no denial of membership due to applicant's race, gender, national orgin, religion or material status.
4. Request for membership shall be denied only if the above requirements are not met or it can be shown that the applicant will not abide by the bylaws described herein.
5. The executive committee may deny membership, but must do so unanimously.
6. In the case of a dispute, the entire membership must, by majority vote, determine whether or not to bestow membership.

ARTICLE IV - Dues

1. Dues shall be payable by members upon joining. The dues structure for each new member will be established upon application and may be modified subsequently by the executive committee.
2. The dues amount shall be set by the membership with the following provisions: (A). Members 65 years of age or older shall be exempt from having to pay dues; (B). Children under the age of 18 shall pay at one half the established rate, whether joining as a family member or independently; (C). If more than one person of a family joins, all subsequent members shall pay at a reduced rate.
3. Dues shall be paid 6 months in advance.
4. There will be no refunds or pro-ration of future dues for having missed previously 'paid for' club meetings.

ARTICLE V - Duties of Officers

1. The duties of PRESIDENT shall be:
   Preside over all club meetings.
   Establish standing and ad hoc committee structures as necessary.
   Appoint all permanent and ad hoc committee heads.
   Regularly call and preside over executive committee meetings.
   Serve as ex-officio member of all committees.
2. The duties of VICE-PRESIDENT shall be:
   Aid the President in his/her duties.
   Assume the duties of the President in case of his/her absence.
   Act as the coordinator of the several committees.
   Serve as ex-officio member of all committees.
3. The duties of TREASURER shall be:
   Collect dues.
   Deposit all monies received by the club in a commercial bank.
   Keep financial record, and regularly report to the membership.
4. The duties of SECRETARY shall be:
   Take roll at every meeting.
   Record the minutes at all club and executive meetings.
   Oversee all club correspondence.
   Keep club records, including membership records.

ARTICLE VI - Executive Committee

1. The executive committee shall consist of the President, Vice-President, Treasurer and secretary.
2. The executive committee shall be empowered to enforce this constitution and all other rules and regulations adopted by the membership.
3. The executive committee shall have the authority to acquire or dispose of club property to the limits of a dollar amount set by the membership. All purchases or sales exceeding this dollar amount shall be decided by a majority membeship vote.

ARTICLE VII - Election Procedure

1. All club officers shall be elected for a yearly term of office. The election shall take place in June and the term of office shall start the following July 1st.
2. The election may be by mail-in ballot or by an election taking place at the regular club meeting.
3. All candidates and elected officers must be members in good standing in the month they are nominated and in the months they serve in office.
4. At the discretion of the club members, officers may be exempt from dues during their term of office.
5. Votes are only valid when cast by members in good standing. A recall of officers may be instituted at the request of the membership present at any meeting in the form of a motion, seconded and passed. In this event the aforementioned election procedures will be followed.

ARTICLE VIII - Club Meetings

1. A general meeting of the membership shall be held at least once a month at a generally convenient location.
2. The club meeting format must devote approximately one half of the available time to educational pursuits.
3. Club meetings can be called by: (a) The executive committee by a majority vote; (b) By any member, upon presentation of a petition signed by a 51% of current members in good standing, to any officer.

ARTICLE IX - Ratification of Constitution and Amendments.

1. An affirmative vote by 2/3 of the members in good standing for two consecutive meetings will constitute ratification of this constitution and any subsequent amendments.
2. Evidence of the above ratification will take the form of signatures by all club officers attesting to the above votes. This evidence will become an integral part of the constitution and must be included in all copies distributed.

ARTICLE X - Disclaimer and Copying Policy

1. All members must be made aware of the fact that the San Leandro Computer Club is in no way associated with ATARI, USA.
2. All members must be made aware that the club is not liable for any consequences of software supplied or advice given by club members to other club members.
3. San Leandro Computer Club specifically prohibits reproduction of copyrighted software during any club sponsered events.

ARTICLE XI - Standing Committees

1. Software Committee. The function of this committee is to collect and make available public domain software to club members.
2. Newsletter Committee - The function of this committee is to publish and distribute a monthly newsletter.

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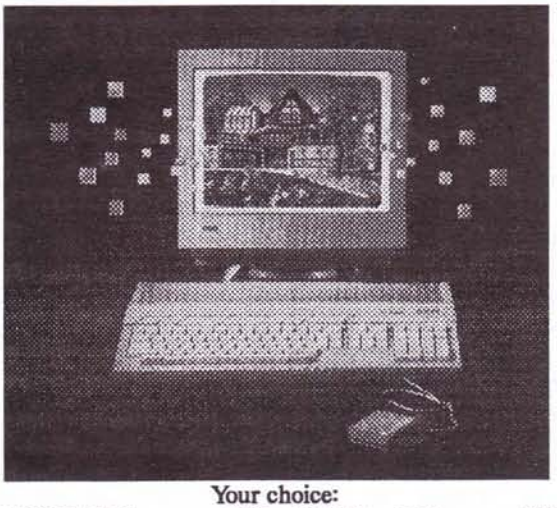

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OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC DISK- June 1992

ABOUT THIS D.O.M.

This disk has seven main programs:- three EDucational, two UTility, and two Games. It also has another update of the SLCC FULmenu. One of the UTilities is in compiled Turbo Basic, so it requires an XL/XE for the (included) Runtime package. All the others will run on any ATARI 8-bit. There are two chemistry tutorials and a temperature converter; a cassette label printer; a database with very fast sorting capabilities (in T.B.); a logic (puzzle) and an action game. You must transfer the database with its Runtime file to another disk if you want to use it.

CONTENTS (Disk #1006)

FRONT:-
- CHEMTUTR.BAS- chemistry tutor
- PERIODIC.BAS- periodic table drill
- TEMPCONV.BAS- temperature conversions
- LABELMAKR.DOC- text in 80 columns
- DATAX.TXT- DOC for database (back)
- MENU- FULmenu with word wrap!

BACK:-
- LABELMKR.BAS- print cassette labels
- REVB.CTB- database in compiled T.B. + Runtime & 2 auxiliary files
- SKULL.BAS- seven skulls puzzle
- RAMBUGII.OBJ- action Game

PROGRAM COMMENTS

CHEMTUTR.BAS by John Kennedy (ANTIC 12/89) requires an understanding of beginning chemistry. It provides questions on ion symbols and charges; formulas; balancing equations; and mass relations in reactions (stoichiometry). The latter requires you to first balance an equation, and to have (and use) specific element's atomic weights. There is no DOC- the program is self explanatory. You may have to reboot it to rerun after ENDing.

PERIODIC.BAS (Periodic Madness) by Marc LeBeau (from ANTIC for 4/89) uses multiple choice questions for (1) element symbols, (2) names, and (3) atomic weights or mass. In 'level (2)' some of the symbols presented are phony! Questions are presented in random order. Each test will quiz you on ALL the elements. If you miss a question, it will be repeated until you answer it correctly twice. To break out of the quiz, use RESET and RUN. No DOC is provided (or needed).

TEMPCONV.BAS by David Zubak (ANTIC 8/87) is a simple converter between the Fahrenheit, Centigrade and Kelvin scales;- with no DOC! [BREAK] is disabled.

LABELMKR.BAS by Gary Hobish will print labels for audio cassettes in "J" format. It has an excellent DOC (on the front side), in 80 column format, which explains everything about the program.

REVB.CTB (ANTIC Data-X, Rev. B) by Jeffrey Summers, is from the 12/88 issue. It fixes a 'bug' in the original Data-X (5/88), and adds three BASIC support programs, as below. It can handle up to 300 characters per field, 20 fields per record, and 1,000 records per file;- with math. manipulations across fields. Written in compiled Turbo Basic, it does very fast large-scale sorts (especially when used with a Ramdisk). The following files are part of this program:

A) RNTIMEB.OBJ is the T.B. runtime 'package' needed to run the database.

B) REVB.CTB, the revised db program.

C) DATAUTIL.BAS helps you make certain major (global) changes in your databases.

D) MFD.BAS is a Master File Directory maker.

E) DATAX.TXT, on the front of this disk, is the DOC file. Originally for the 5/88 version ('A'), it has been updated for Rev. B. It's very detailed, and will tell you which files to copy to another disk and how they should be renamed to make a working disk.

F) DATCON.BAS converts Rev. A files to Rev. B format and vice versa. It was not included on this DOM. It is availble upon request.

SKULL.BAS (The Seven Skulls) by Bernard Taylor (ANTIC 10/88) is an old Japanese puzzle in eight levels. Use a J/S to select and rotate any of the skulls to get them all upright. When you rotate one, those on either side also rotate. You have 30 moves per level. Running out of moves ends the test and reveals the 'reward' you have earned. [SELECT] restarts the game.

RAMBUGII.OBJ is an action Game in M/L by M.J.H. Ratcliff (ANALOG #52). You have 5 Debugger Electrodes to zap 200 bugs flying across the power matrix in 20 rounds. You lose one, if a bug hits it when it's not energized; or crosses the screen. The goal is to obliterate all 200 bugs in your computer- with 2 zappers and power to spare. Bonuses are awarded for rounds where all ten bugs are zapped. The final score is based on surplus matrix power, bonuses, difficulty level and total bugs wasted. [START] ends & [SPACE] pauses the game. RAMBHI stores the highest score.

Our SLCC FULmenu program has now been revised to include word wrap in its Text reader. Many thanks to David Paterson, who edits the Montreal Atari Club newsletter. He used a lot of his time, and his skill in Assembly programming in responding to my request.

Better Printing Thru Better Programming

Jim Hood

I recently downloaded SoftLogic's free patch program to upgrade PageStream 2.1 to 2.2 and their latest batch of free printer drivers. The new driver for printing color on the DeskJet 500C works fine.

There is a review in one of the British ST magazines on using the DeskJet 500C with PageStream for printing color. If you read it and were put off by their report of having pages take up to an hour to print, I haven't had that happen with the new printer driver.

I have had pages that would have taken that long with the old driver, but if I saw the printer slowing that much, I would dump out of the print routine and print the page using th e famous Woolley/Hood GFA BASIC printing program.

It appeared to me that the slowdown was caused by PageStream sending some garbage to the DeskJet, or dropping a few bits, which then got the DeskJet spending all its time trying to make sense of the data. In that case the DeskJet would become obviously hesitant about drawing each line.

Anyway, the new driver seems to work fine.

I finally got around to ordering *OutBurST* from Frank Pawlowski's Straight Edge Software. It is a print accelerator for use with Hewlett Packard LaserJets and DeskJets. Like other ST software accelerators, such as Warp 9, it patches the TOS routines to improve speed; in this case when using HP printers connected to the parallel port.

Two programs are included for patching TOS. One is supposed to be "clean", the other a bit faster with PageStream but with the "side effect" of producing clicking sounds if you move the mouse during printing. I have been using the "faster" one. It seems fine to me.

A third program modifies the PageStream HP drivers for even more speed. I had some problems using the modified drivers. The increase in speed with the regular drivers is keeping me happy at present, so I haven't futzed around trying to find out what is wrong with the modified ones.

A fourth program will patch the Calamus HP printer drivers, again for even more speed, but, being a PageStreamer, I haven't tried it.

I ran some timing tests to see how much improvement I was getting for my $20.

All tests were done before I got the upgrades to PageStream and the PageStream printer drivers and before my Warp 9 upgrade arrived.

Results varied from no improvement with LDW Power to improving a 15.9 minute print time to 6.5 minutes using the Woolley/Hood GFA BASIC print program.

Straight Edge Software's shipping speed is as good as their printing speed. I received my program in the mail about a week after I sent them my check. I don't think they even waited to see if my check cleared.

Frank Pawlowski recommends using the Technologic Systems hardware print spooler with his drivers for the fastest computer printing times. The print spooler will

Table 1: Redraw a PageStream 2.1 Screen

(This has nothing to do with printing times, but I ran it, so here it is.)

ST running at 8 MHz with all accessories and auto programs off.	26 Seconds
ST running at 16 MHz using an AdSpeed card with the following AUTO programs and accessories: 16 MHZ.PRG, CACHE.PRG, DATADIET.PRG, FOLDR100.PRG, G+PLUS.PRG, OBURSTX.PRG, QUICKSTE.PRG, TOS14FIX.PRG, UIS_III.PRG, ZOOM_OFF.PRG, CONTROL.ACC, G+MINI.ACC	14 Seconds

Table 2

Various Timing Tests using a 4 Meg 520ST

Except as noted, ST running at 16 MHz using an AdSpeed card with the following AUTO programs and accessories: 16 MHZ.PRG, CACHE.PRG, DATADIET.PRG, FOLDR100.PRG, G+PLUS.PRG, OBURSTX.PRG, QUICKSTE.PRG, TOS14FIX.PRG, UIS_III.PRG, ZOOM_OFF.PRG, CONTROL.ACC, G+MINI.ACC

Print a 300 dpi IMG file, OLDWREK2.IMG

OBURSTX.PRG was only used as noted below.

From Touch-Up/OUTPRINT.PRG to a Qume ScriptTen laser printer in parallel HP emulation mode, using OUTPRINT.PRG print driver.

- Standard TOS 1.4 print routine — 150 Seconds
- OBURSTX print routine — 136 Seconds

From PAGESTREAM.PRG to a Qume ScriptTen laser printer in parallel HP emulation mode, using HPLASER.PRT print driver.

- Standard TOS 1.4 print routine — 134 Seconds
- OBURSTX print routine — 119 Seconds

From PAGESTREAM.PRG to a Qume ScriptTen laser printer in serial PostScript mode, using PSCRIPT.PRT print driver.

- Standard TOS 1.4 print routine — 473 Seconds

From PAGESTREAM.PRG to a Qume ScriptTen laser printer in parallel PostScript mode, using PSCRIPT.PRT print driver.

- Standard TOS 1.4 print routine — 262 Seconds
- OBURSTX print routine installed — 262 Seconds

From PAGESTREAM.PRG to a DeskJet 500C inkjet printer, with mono cartridge, in parallel mode, using DESKJET.PRT print driver except as noted.

- Standard TOS 1.4 print routine — 132 Seconds
- OBURSTX print routine — 61 Seconds
- OBURSTX print routine substituting DJTBURST.PRT print driver — 60 Seconds

Print a 300 dpi Color PageStream File to a DeskJet 500C Color Injet Printer

From PAGESTREAM.PRG using DESKJET.PRT print driver. OBURSTX.PRG was only used as noted below.

- Standard TOS 1.4 print routine. No AUTO programs active — 774 Seconds
- OBURSTX print routine the only AUTO program active — 610 Seconds
- Standard TOS 1.4 print routine. AUTO and accessory programs active, except for OBURSTX.PRG. — 500 Seconds
- OBURSTX print routine and the other AUTO and accessory programs active. — 445 Seconds

uses its memory to hold the print data coming from the computer and feed it to the printer whenever the printer catches up. This allows you, the user, to get back to work on the next page faster. The print times shown in Table 2 do not include the added speed from a setup of this type. All times are from the "Start Print" command until the paper exited the printer.

Jim Moran should get OutBurST just to impress his better half.

By the way, I still get nicer IMG prints with PageStream than with Touch-Up, which gives me occasional "spacing" lines.

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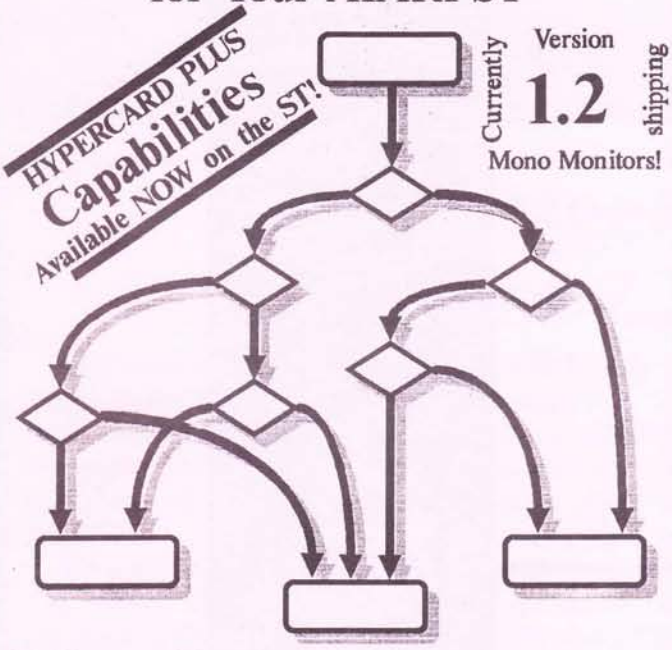

Full text-Database: Free positioning of data without fields or masks- Search for words or fragments of text in a tenth of a second! Create your own data networks! Hypertext: Make buttons and graphics to set up search paths, selectable via mouse click. Relate images to data by creating a link button on the image. Its easy, its fun, and makes your ST a remarkable information tool.

Graphics: Place graphics freely in databases. Mix .IMG pictures with text for button selection and illustration.

Program shell: TOS-, TTP-, & GEM programs can be run directly from within a database to add data, pictures or relate objects and complate training or questionaires.

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